

GAME BOY ADVANCE

AGB-B3LE-USA

8 KILLER 3D POOL

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws. Rev-D (L)



LICENSED BY



Multiplayer games require one Game Pak per player and a Game Boy® Advance Game Link® cable (sold separately).



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

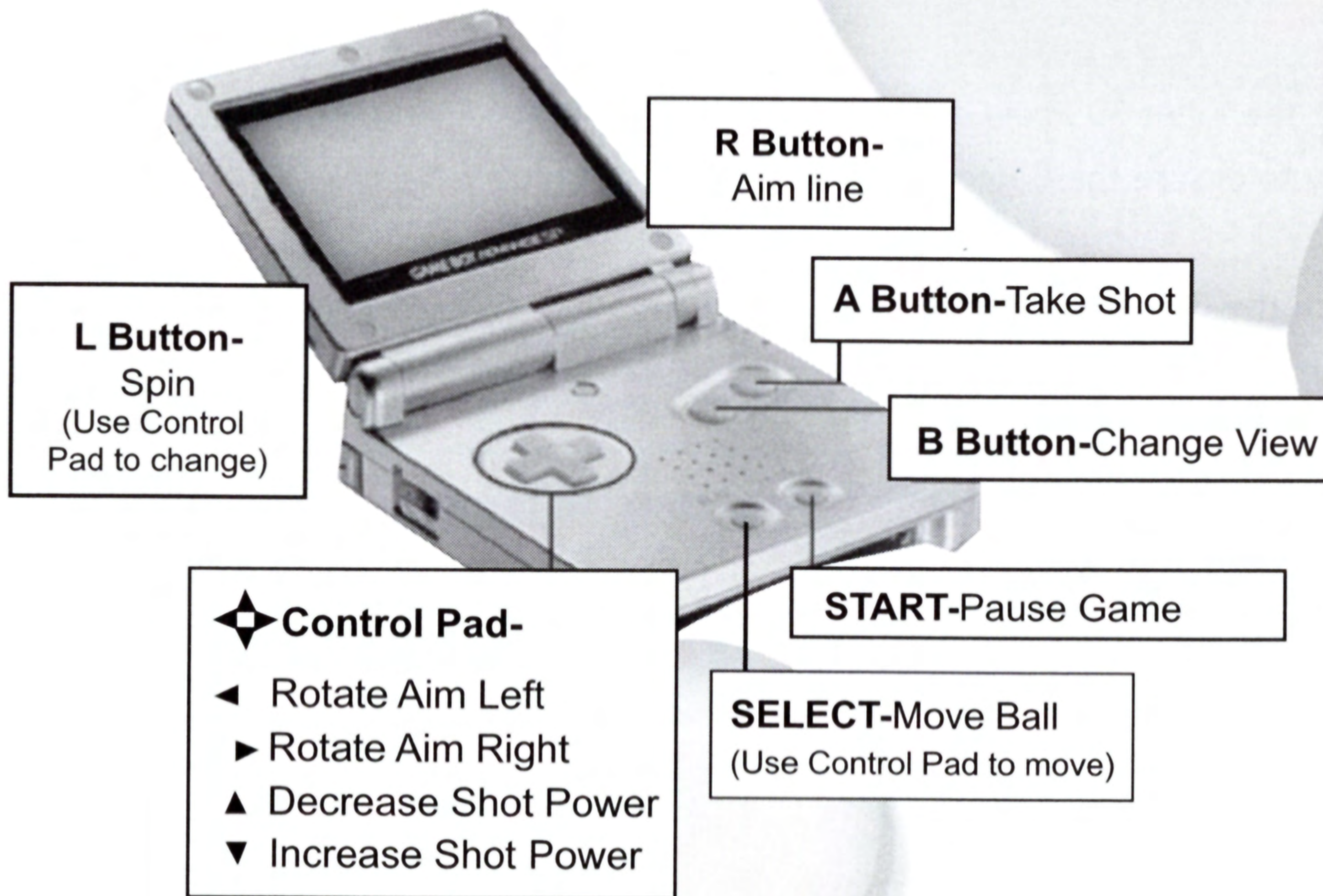
Introduction	4
Game Controls	5
Starting the Game	6
Playing the Game	10
Game Rules	11
UK 8-Ball Pool	11
American 8-Ball Pool	13
American 9-Ball Pool	15
Killer Pool	16
Credits	17

Introduction

Killer 3D Pool brings the classic bar room game to Game Boy® Advance in full 3D! Playing against 15 computerized opponents of varying skills at 4 different styles of pool game, your aim is to beat all newcomers. Play your friends in a two-player match, or for the ultimate two-player experience, use a second Game Boy® Advance for Multiplayer mode.

In the game of Pool, the balls are divided into two types, usually spots and stripes, with the 8-ball being one of the spots. In England, these may also be given as two sets of 7 balls, one red and one yellow together with the black 8-ball. Killer 3D Pool features four different versions of Pool, each with its own distinct style and rules: English 8-Ball, U.S. 8-Ball, U.S. 9-Ball and Killer.

Game Controls



Starting The Game

Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.

Insert the Killer 3D Pool Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.

Switch the Game Boy® Advance ON. The title screen should appear. If the title screen fails to appear, return to step 1.

Press START to enter the Main Menu.

You are then taken to the Main Menu where you can select the game player options.

- **1P** This begins a 1 player game (Player vs. Computer)
- **2P** This begins a 2 player game (Player vs. Player - 1 Game Boy® Advance)
- **MP** This begins a linked 2 player game (Player vs. Player - 2 Game Boy® Advance systems)
- **Options** This takes you to the Options Screen

After choosing the type of game you wish to play, you (and your opponent if playing a two player game) may choose the character that will represent you in the game. Each player must choose a different character.



Note: Not all the characters are unlocked to begin with. Beating an opponent unlocks another player.

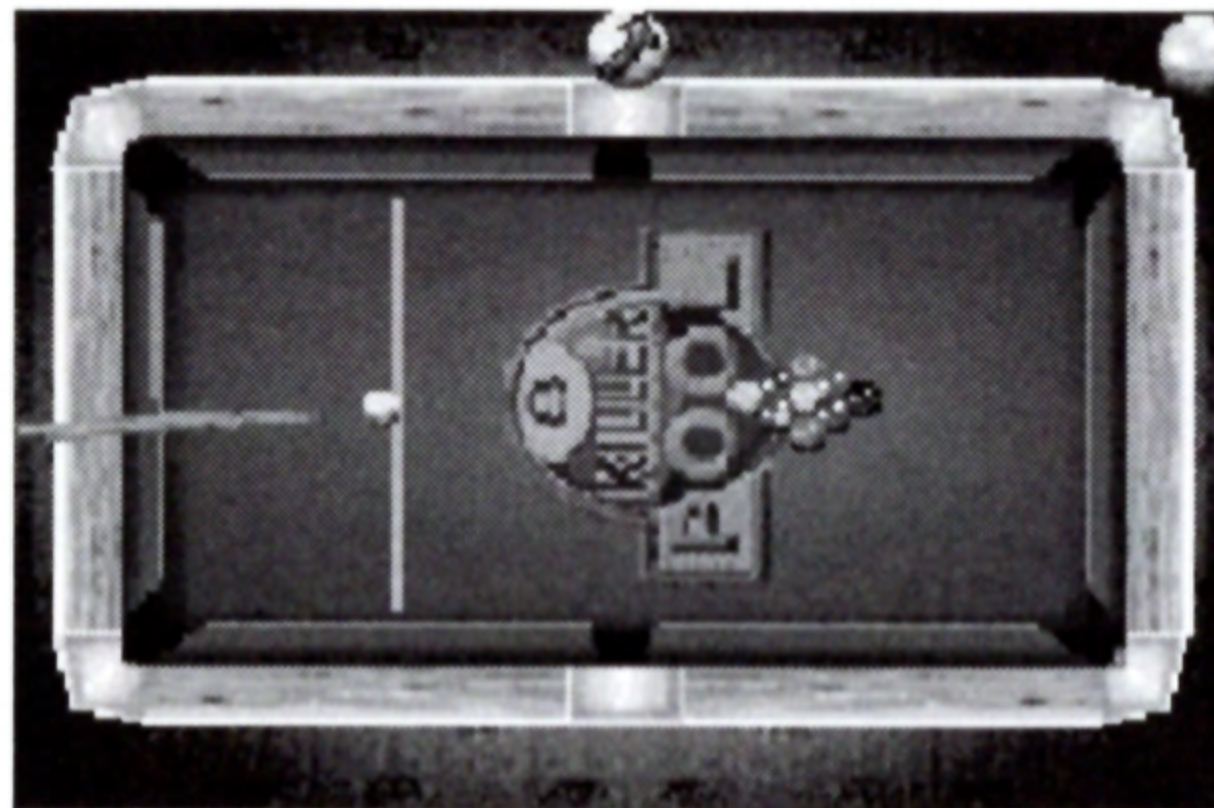
Once you have selected your character(s) you will be taken to the Game Select screen. It is here where you may choose the type of game that you wish to play:

- English 8-Ball
- US 8-Ball
- US 9-Ball
- Killer

Selecting a game type then takes you to a menu where you may pick the number of games you will play against your opponent.

- Best Of One - A single game.
- Best Of Three - The first player to win 2 games wins.
- Best Of Five - The first player to win 3 games wins.

Once the type of game has been selected, you are taken into the game and the computer chooses which player will 'break'.



Playing The Game

Once the game type and number has been selected the player that will break will be automatically selected. Taking a shot is done by using the following controls.

- Pressing Left and Right on the Control Pad allows the player to move the aim of the cue.
- By moving the Control Pad Up and Down, the power of the shot may be varied.
- Holding the L Button down while using the Control Pad allows you to alter the 'spin' of the shot.
- Holding the R Button down displays an 'aim line' to aid the player when taking a shot.
- Pressing the B Button swaps the table view between 3D and top view.
- Holding down Select while using the Control Pad allows the player to re-position the white ball, i.e. on the break or after a foul (where rules allow moving the white).
- Pressing the A Button takes the shot.

When a player has finished his or her turn at the table, the next player on the table will be prompted to take his or her shot. Gameplay continues until one of the players wins the game. They will then be asked if they wish to play again. Selecting 'yes' returns you to the table. Selecting 'no' returns you to the introduction screen.

Game Rules

Players are able to play pool according to one of a number of Game Rules.

These are:

- UK 8-Ball rules
- American 8-Ball rules
- American 9-Ball rules
- Killer rules

UK 8-Ball

Object of Game:

UK 8- Ball pool is a game played with a white cue ball and fifteen object balls.

The object balls are in two groups, made up from 14 balls of two different colors (usually red and yellow) plus the black 8-ball.

Racking the balls:

The balls are racked in a triangle at one end of the table with the 8-ball in the middle of the triangle.



Game principles:

The opening break usually determines which player gets which group.

If a ball is not pocketed on opening break, the players alternately take a shot until a player pockets an object ball which then determines who gets which group.



If a player pockets the white ball, then a 'foul' is given and the opposing player may place the white ball anywhere behind the line and is given two free shots. If a player pots the 8-ball before he has potted all of his color balls, then the game is awarded to his opponent.

To win the game, a player must have pocketed all his balls in his group and pocketed the 8-ball. You cannot win using a combination shot to pocket the 8-ball. That is, taking a shot to pot your last group ball with the result that your group ball and the 8-ball are potted in the same shot will not win the game.

American 8-Ball

Object of Game:

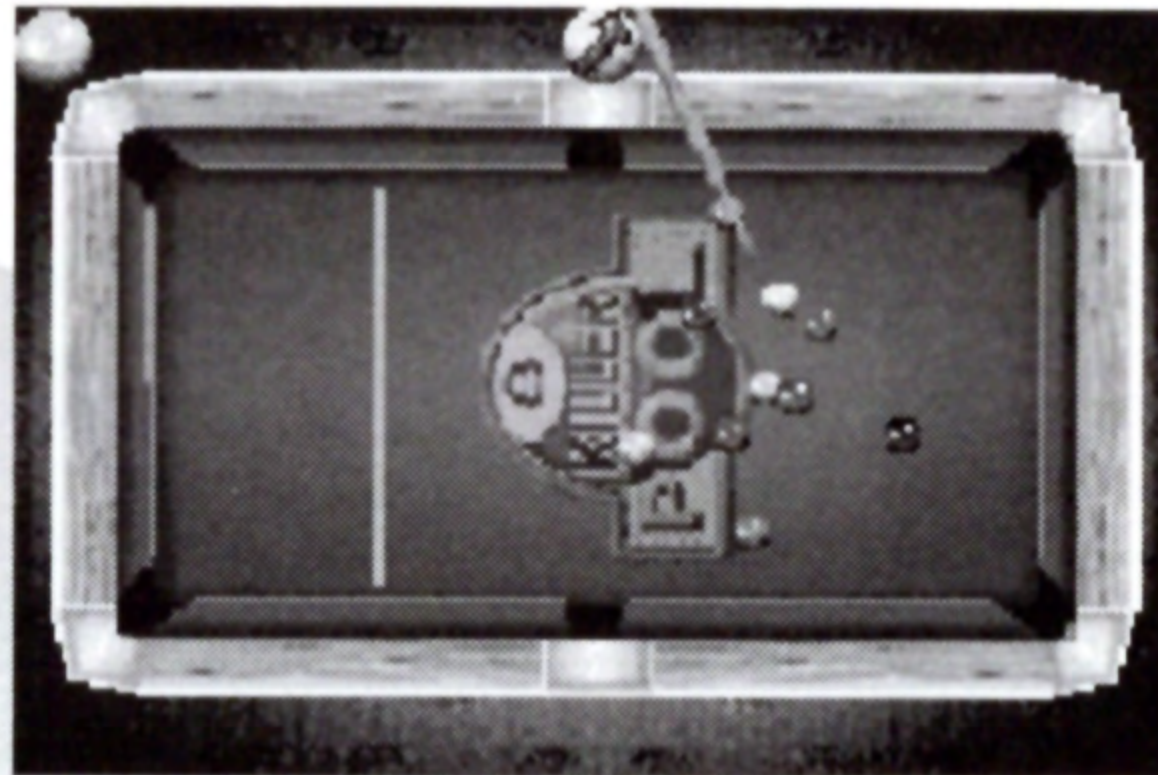
US 8-Ball pool is played with a cue ball and fifteen object balls, which are made up of seven solid colors, seven striped colors and an 8-ball which is black. One player must pocket the solid colors, while the other player has to pocket the striped colors. Whichever player pockets their group first, and then pockets the 8-ball, wins the game.

Racking the balls:

The balls are racked in a triangle at one end of the table with the 8-ball in the middle of the triangle.

Game principles:

The opening break usually determines which player gets which group. If a ball is not pocketed on opening break, the players alternately take a shot until a player pockets an object ball. This then determines who gets which group.



If a player pockets the white ball, then a 'foul' is given and the opposing player may place the white ball anywhere on the table. If a player pots the 8-ball before he has potted all of his colored balls, then the game is awarded to his opponent.

To win the game, a player must have pocketed all his balls in his group and pocketed the 8-ball. You cannot win using a combination shot to pocket the 8-ball. That is, taking a shot to pot your last group ball with the result that your group ball and the 8-ball are potted in the same shot will not win the game.

American 9-Ball

Object of Game:

American 9-Ball pool is played with nine object balls, numbered one through nine and a cue ball. The object of the game is to be the first player to pot the 9-ball.

Racking the balls:

The balls are racked in a diamond at one end of the table with the 9-ball being in the center of the diamond.

Game principles:

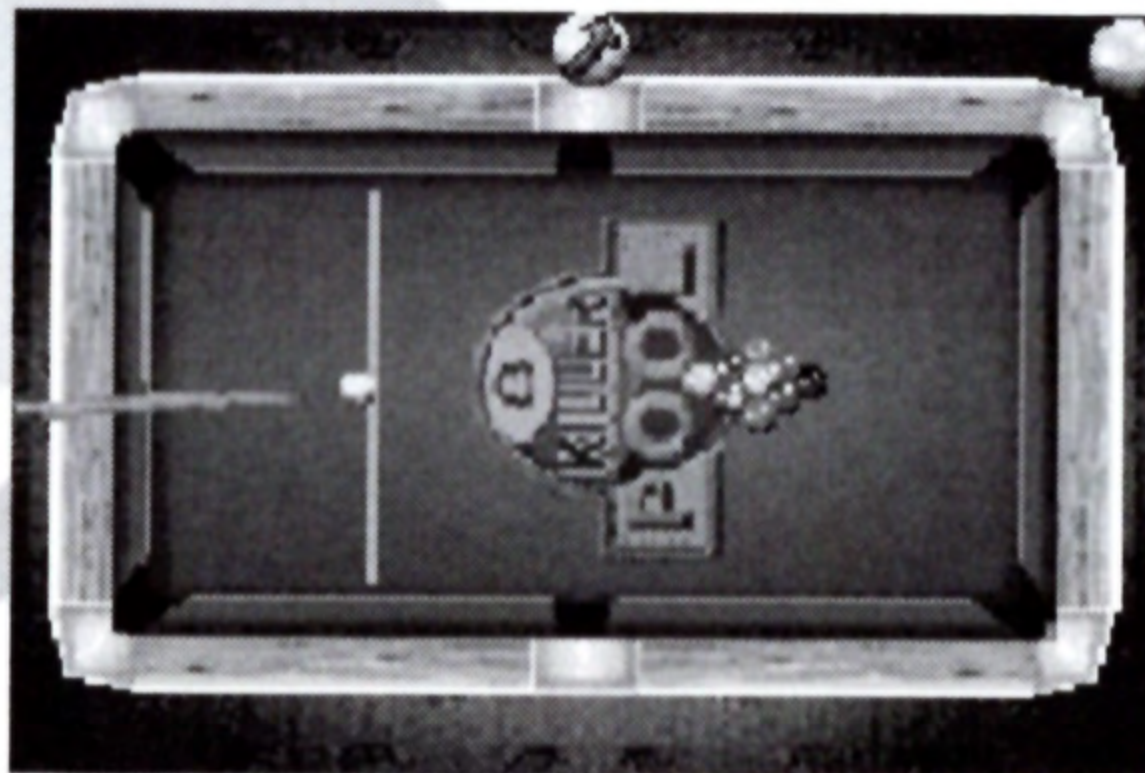
When a player takes a shot, the first ball that the cue ball hits must be the lowest numbered ball on the table. If it is not, then a 'foul' is called and play is given to the

opposing player. The balls do not have to be pocketed in order. The color of the lowest number ball is shown at the top of the screen. If a player pockets any ball on a legal shot, they stay at the table for another shot. This continues until they miss, foul, or win the game by pocketing the 9-ball.

After a miss, the incoming player must shoot from the position left by the previous player. After any foul, the incoming player may place the cue ball anywhere on the table. The match ends when one of the players has potted the final ball, which is striped yellow.

Killer

In Killer pool, each player receives 8 lives and the object of the game is to pot a ball on every shot.



The players take it in turn to take a shot. If nothing is potted, or the white goes down that player will lose a life. One player takes a shot and then the other player takes their turn, whether anything has been potted or not. If all the balls have been potted but both players still have lives, then the balls are re-racked and the play continues.

The game ends when a player has lost all their lives.



Credits

DEVELOPED BY
Gravity-I Ltd

Programming
Nigel Speight

Artwork
Greg Harris

Testing
Peter Frith

Audio
Mark Cooksey

Additional Help
Zareh Johannes

PUBLISHED BY
Destination Software Inc

Vice President Development
Paul Tresise

ECI TESTING

Md
R Young

Head Of Testing Development
Len Latut

Sales And Marketing
Russ Patiele

Testers
Stuart Appleton
Kevin Russell
Nutty Smith

Management
Ratan S Murali

Lead Tester
Sharad Chaturvedi

Testers
Rajesh G S
Nagraj Bitla
Jaydeep Sarkar
Raviraj Moily



DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSIGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (888) 654-4447

137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080

Destination Software, Inc.
137 Hurffville-Cross Keys Rd, Suite C Sewell, NJ 08080
1-888-654-4447
www.DSIGames.com

PRINTED IN USA